

Potomac Yard Design Urban Design Advisory
Committee Meeting

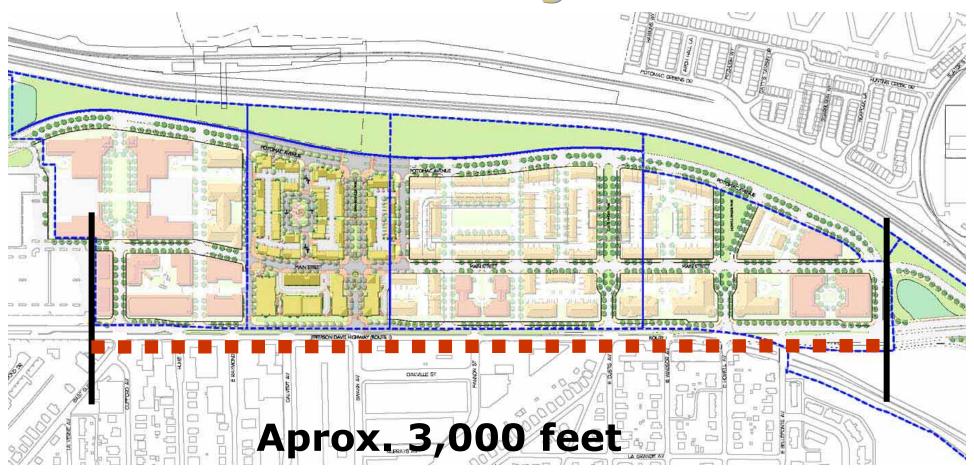
April 10, 2006

**Potomac Yard** 

#### Potomac Yard Design Guidelines

- Identifiable Neighborhoods
- Pedestrian-Friendly
- Mix of Uses and Density
- Route 1 Frontage Improvements
- Open Space as a Defining Element
- Grid Pattern
- Hierarchy of Streets

#### Potomac Yard Design Guidelines



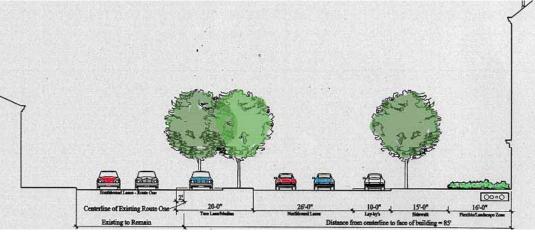
**Aprox. 10 Old Town Blocks** 

#### **Design Guidelines**

#### **Urban Boulevard**

Center median and larger right-of-way









#### WHAT MAKES A GREAT STREET?

#### **SCALE**

- Street Width
- Street Wall
- Sidewalk Width
- Building Heights
- Urban Boulevard

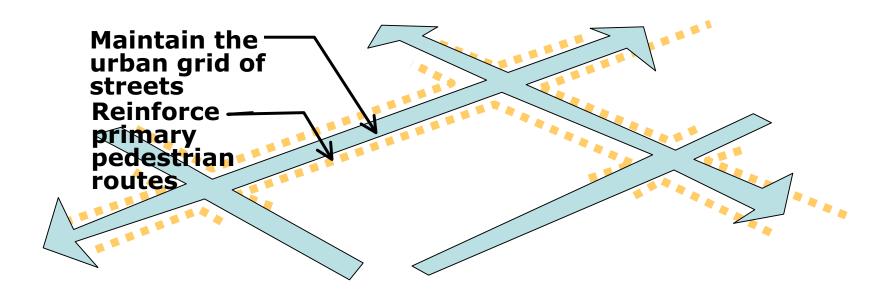
#### **CHARACTER**

- Architecture
- Materials Used
- Pedestrian Level Façade
- Streetscape



#### Grid Pattern - Streets

- Maintain/Reinforce the street grid/Old Town block size
- Establish principal pedestrian streets, circulation patterns



#### **Street Width**

**Street Width**Building face to face



### Building Form

## Street width proportioned to building height





#### **Building Form-Streetwall**

Streetwall defines the "public realm;"

Streetwall is generally continuous;

Streetwall is typically located on the front property line; and

Streetwall focuses active uses at the ground levels



**Potomac Yard** 

## **Building Form-Streetwall**

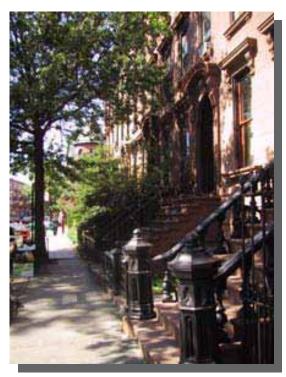


#### Sidewalks-Streetscape

- Scale the buildings to the sidewalk and street
- Scale the sidewalks for the pedestrian

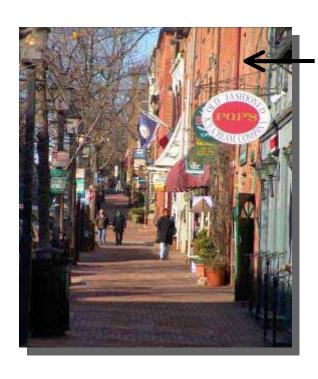






#### Sidewalks - Streetscape

#### Concentrate active uses on the ground floor



Encourage active uses –adjacent to sidewalk

Discourage ground floor office & service

Site residential entries and living areas on street

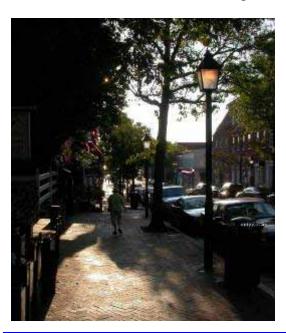
Discourage "mews" entries

Discourage auto access & service from primary streets

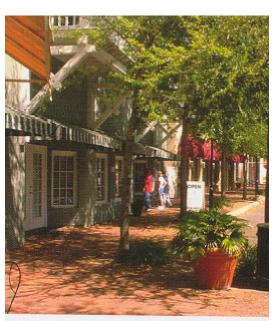


#### Sidewalks-Streetscape

- Provide a landscaped pedestrian environment;
- Provide pedestrian amenities and scale factors (benches, awnings, planters, drinking fountains, etc.)







## Urban Walkable Community Principles

 Auto dominated environment detracts from the pedestrian experience

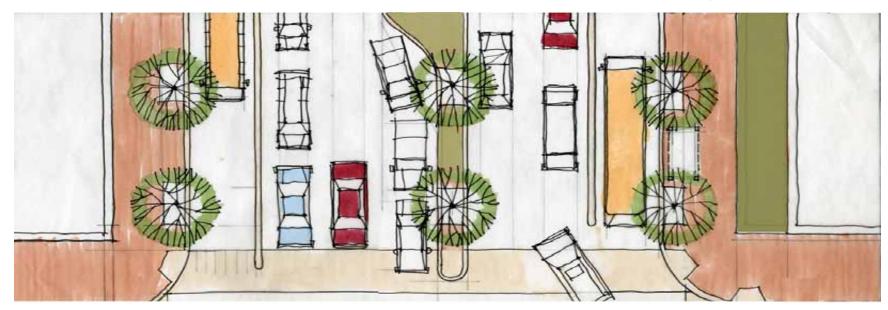


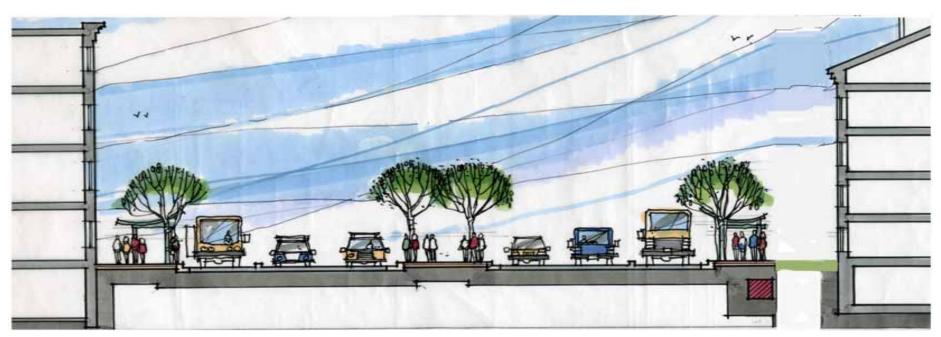


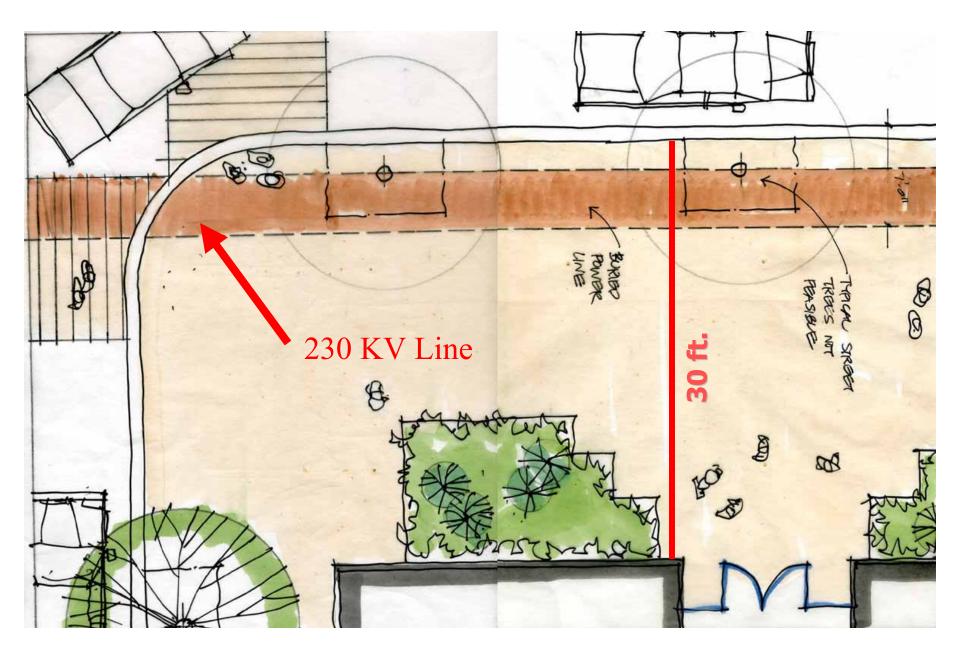
Potomac Yard

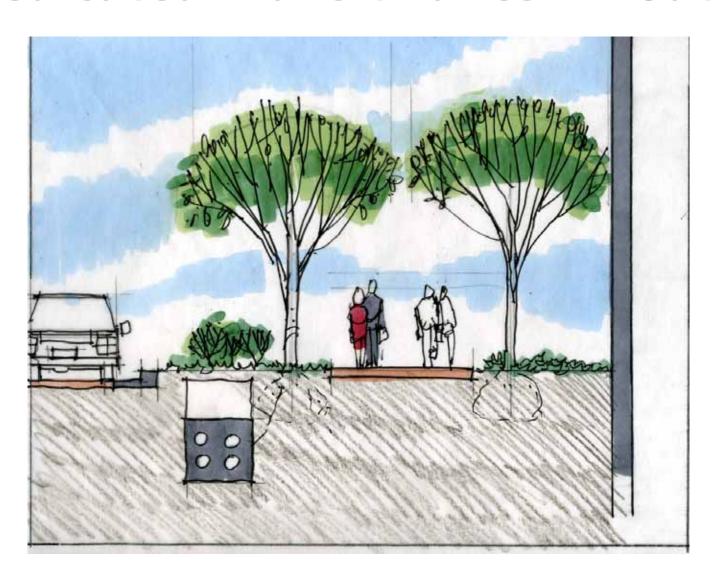


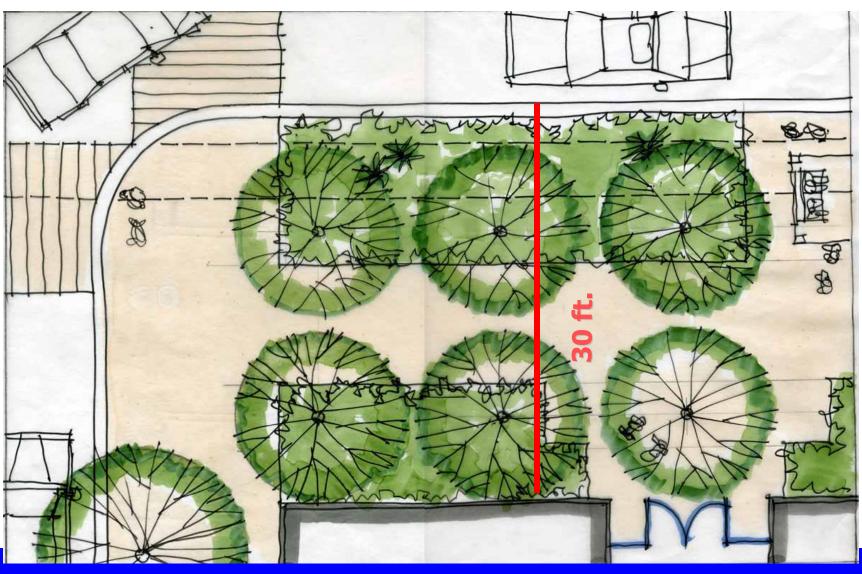








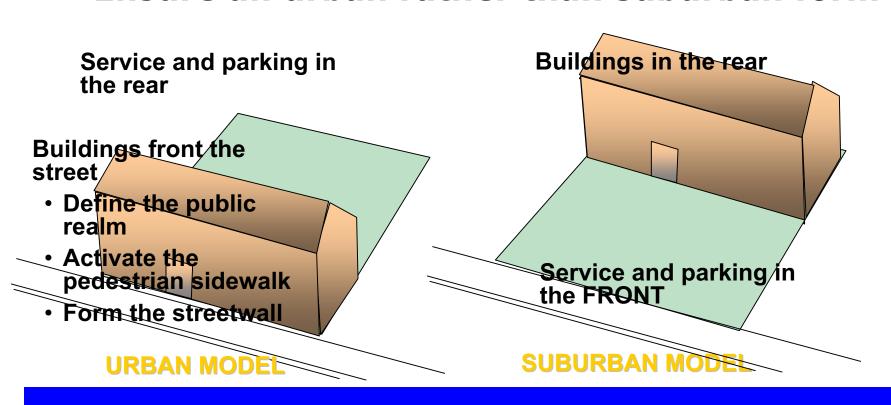




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## Location of Buildings — Frontage

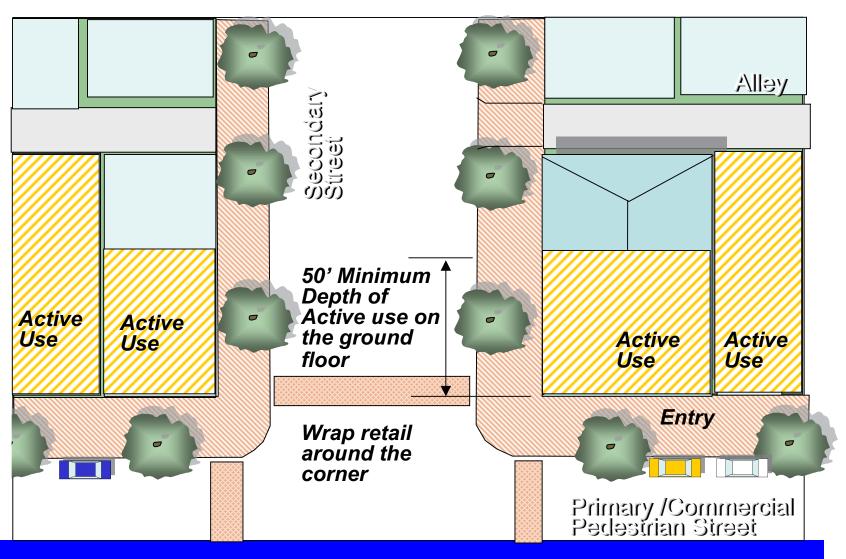
- Maintain Alexandria's urban/walkable (pedestrian first) community
- Ensure an urban rather than suburban form



**Potomac Yard** 

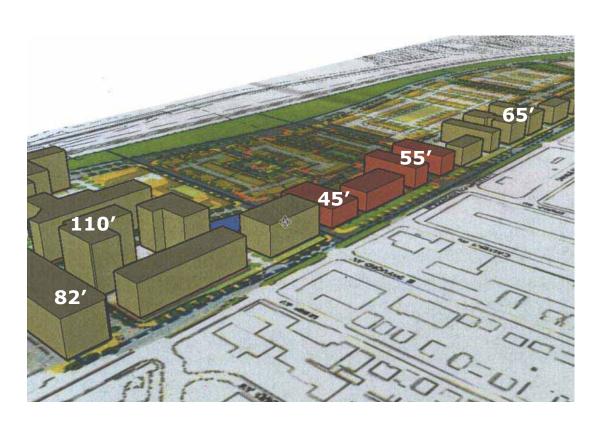
#### Site Planning Principles

#### **Active Uses at Ground Level**



# Height - Scale of Buildings 50'- 82' 60' West of Route 1, heights range from 12' to 40'

## Height - Scale of Buildings





#### **Appropriate Building Transitions**



**Inappropriate Transition** 



**Appropriate Transition** 

## Height — Scale of Buildings







## Height — Scale of Buildings





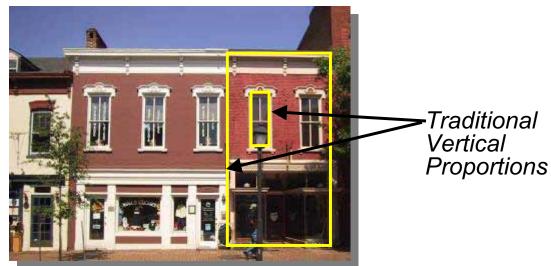


**Potomac Yard** 

#### Windows - Vertical Proportions



- The classic window proportion of windows in Alexandria are a vertical proportion.
- Windows and the resultant muntin and mullion proportion should generally be vertical.



#### Windows — Vertical Proportions



#### Windows - Vertical Proportions



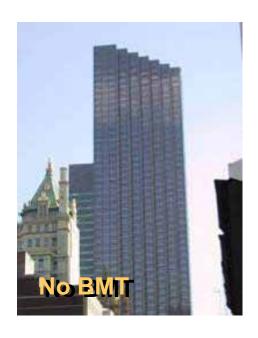


 Horizontal banding of windows or a regular horizontal expression of floor slabs should be avoided.

#### Base - Middle - Top







The base grounds the building to the earth and the top terminates the building at the sky

#### Pedestrian Scale Entrance



 Scale the building entries to the pedestrian

#### Base - Middle - Top

#### **Base Middle Top**



TOP

**MIDDLE** 



Buildings and the Streetwall should include a "Base, Middle & Top"







**Potomac Yard** 

#### **Building Base**



- The base typically incorporates building entries, portecocheres, show windows, awnings, landscaping and other elements to establish interest at the ground level
- Best most durable materials, highest level of detail should be reserved for the building base, where pedestrian contact is direct and durability is most important

#### **Building Middle**



The "middle" portion of the building houses the primary use of the building -& generally the façade pattern is more repetitive

The "middle" of the building should include multiple architectural rhythms derived through stepbacks, changes in plane, changes in materials or colors, window types, window sizes, pairing or multiples of windows, oriel & by windows, shutters and other detailing

#### **Building Tops**

 The building tops should be designed to create an interesting terminus with the sky



#### Corner Elements







Corner Sites are special places where entries should be located and where appropriate, the corner recognized with special architectural features to extend the pedestrian zone into the neighborhood.

Ground floor "active uses" should be extended from the primary street onto the secondary street a minimum of 30'.

## Establish Multiple Rhythms



The "middle" of the building should include multiple architectural rhythms

#### **Utilize:**

- stepbacks
- changes in plane
- changes in materials or colors
- window types
- window sizes, pairing or multiples of windows
- oriel & bay windows
- shutters and other detailing

## Design Principles-Guidelines





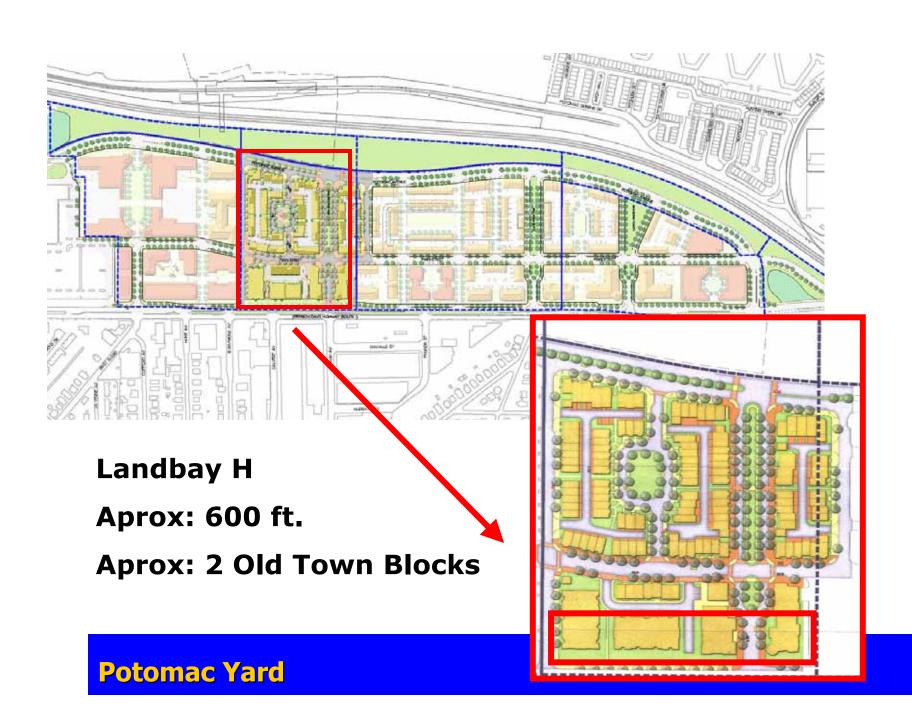


## Design Guidelines – Route 1

- 50-80% frontage
- max length 165 feet
- Simple geometric shapes in plan
  - and elevation
- Vertical proportions of windows
- Max 50% solid to void ratio
- Flat or pitched roofs

## Design Guidelines – Route 1

- High quality windows and doors
- Encourage use of bay windows, porches and chimneys
- Compatible color pallette
- Tinted glass restricted
- Trim materials of stone, metal or similar materials.

























City Hall: 275 ft.



G.W. Middle School: 265 ft.



Cotton Factory: 100 ft.



Crilley Warehouse: 100 ft.



Commerce Bank: 90 ft. (Washington & Prince St.)

Office Building: 150 ft. (Washington & Duke St.)

## **Comparable Building Heights**



## **Comparable Building Heights**



**Cotton Factory** 

#### **Marriott-Duke St.**

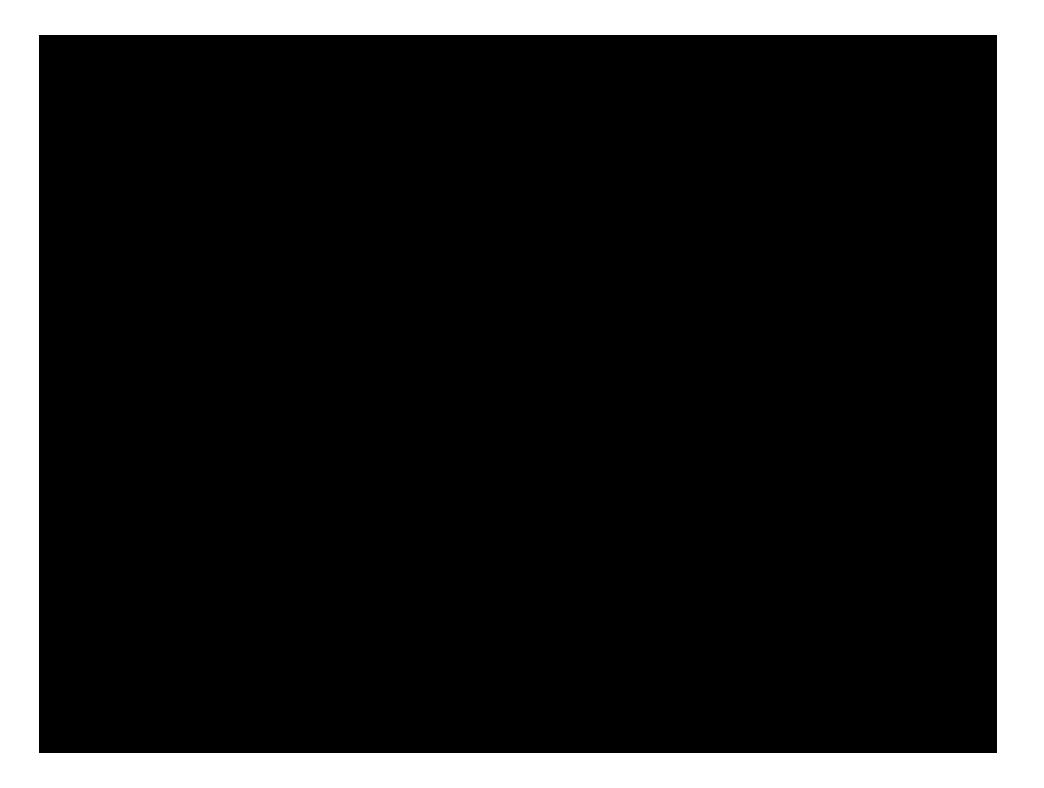




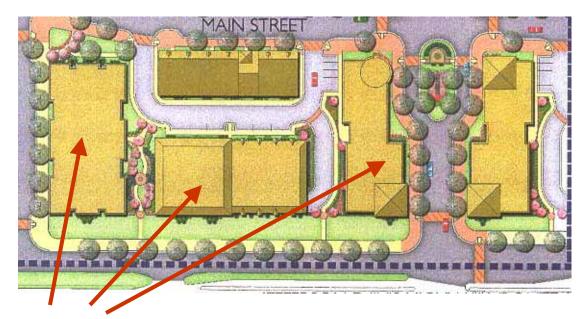


#### Next Steps





## What has changed?

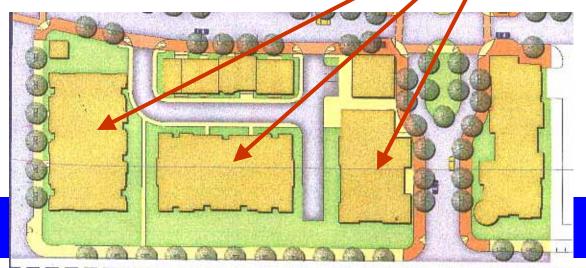


April 2005 Plan

165 ft. long

190 ft. long

January 2006 Plan



**Height – Scale of Buildings** 

